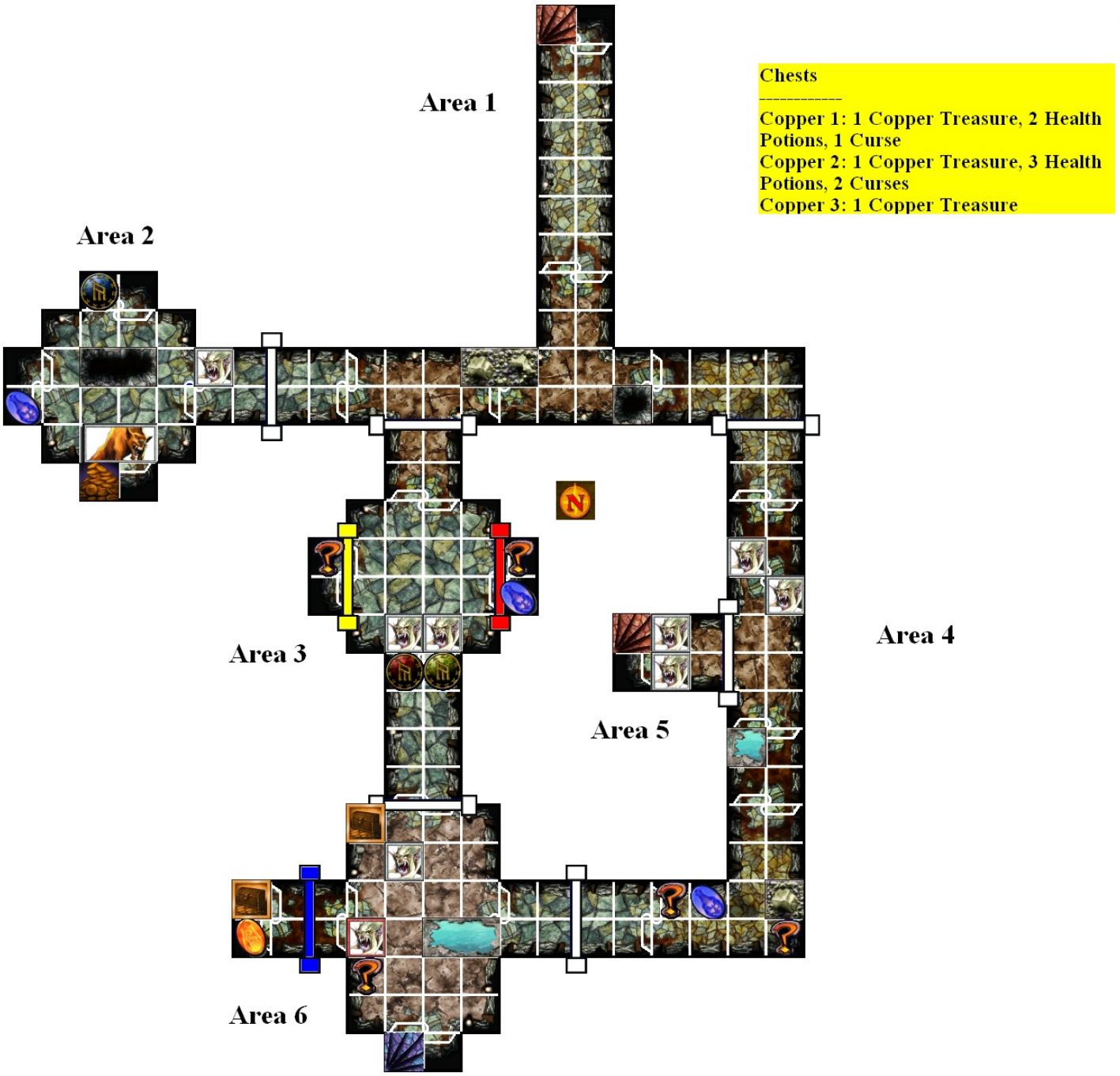

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

The Black Orc Plague Part 1

By NinjaDorg

This quest is designed to be relatively quick and easy as an introductory adventure, or part 1 of a progressively harder Campaign.

Foul Black Orcs are the heroes' main enemy in this quest, if Orc figures are unavilable simply use Beastmen figures as suggested by the Map - for this purpose they have exactly the same stats!

Thanks to Siebeltje for play-testing suggestions, particularly the second Staircase.

Finally, thanks to C. R. Kirby for inspiration - "The Rescue" proved to be an excellent short quest and the main idea has been re-produced here with a view to setting up a little campaign of two or three quests.

Important: OPTIONAL RULES:

Any Treasure from a treasure chest is awarded only to the player opening the chest.
For four heroes, the Overlord draws three cards per turn.
For three heroes, the Overlord draws two cards per turn.
For two heroes the Overlord draws one card per turn.
For those who want to use one hero only, the Overlord draws one card per turn but must pay twice as many threat to play any cards.

Quest Background

The Sheriff wipes the sweat from his brow and looks around at the smoking huts. "Two score dead," he mutters, then sighs and turns to you. "We won't survive another raid from these Black Orc scum. We need to carry out a pre-emptive strike. Alavon has tracked them to their lair, he will lead you." The dark-robed Ranger steps out of the shadows and nods at you. The Sheriff continues, "We need to take out their leader, Unkakum. It might buy us some time to re-supply and reinforce before they attack again."

Your small village has been raided repeatedly by the Orcs in ever growing numbers. Something has to be done if your people are to survive.

After the last raid so many supplies and villagers were stolen and kidnapped that the elders have finally decided to strike back. You have chosen to infiltrate the Black Orcs' lair and free as many captives as you can. To dissuade the vile Orcs from striking again you must also bring back the head of their leader, Unkakum.

Quest Goals

You must kill the Black Orc Chief Unkakum and free any captives you may find on your way.

The Overlord starts the game with 6 Threat tokens but no cards. The heroes must choose characters randomly from those provided with the basic game. They start with 5 Conquest tokens, if they ever run out of Conquest tokens, the captives are eaten and the Chief summons reinforcements to flood the caves with enough Black Orcs to make dinner out of the heroes, however valiant a struggle they put up.

There is no glyph back to town. The staircase in Area 1 is the starting point for the game. Staircases can only be used to leave the caves but not return to town, so the heroes may not shop during this quest. Any hero leaving the caves is out of the game.

Any killed hero must discard his Character Card from the Campaign altogether and randomly start a new hero on the staircase in Area 1. Only Characters from the basic game may be used and therefore, if all those characters are killed, the heroes have lost the Campaign.

Area 1: Entrance

After a day's walking you finally reach a clearing in the woods at the base of the mountain range. The Ranger, Alavon, brushes aside a curtain made from twigs and leaves. Beyond, a dark stairway winds into the depths of the mountains.

"I must leave you here, friends," the cowled Ranger intones. "Word of the Black Orcs' atrocities must be spread far and wide so the outlying villages can best prepare and defend themselves. I wish you luck." With that, he vanishes into the treeline.

Carefully, you descend the slippery stairwell. The darkened caves drip with fetid damp and from the shadows you can hear the chittering of insects. Something smells down here . . .

Important: The Overlord may not spawn creatures in this area for the duration of the game, although creatures may move into this area after having been revealed.

Area 2: Kennels

A fetid stench fills the air in this room, it seems to emanate from the gaping pit in the floor. Glowing eyes peer at you from the shadows nearby. The Black Orc guard lets go of the leash holding back his pet hound. With an unearthly howl it leaps your way!

Area 3: Cells

You enter what a rough-hewn cave that appears to have been shaped into sections containing holding cells. You can hear groans and pleading voices coming from behind the closed, oaken doors lining the walls. The Black Orc gaurds in here are taunting their prisoners through the bars on their cell doors. Upon seeing you they start growling and slavering, calling for reinforcements.

The Encounter markers represent captives, if a hero stands adjacent to one simply swap the encounter marker for a Sorceror figure, another hero figure, or an alternative appropriate model from your collection (such as a Henchman from Advanced HeroQuest). That hero now controls, and is responsible for, the captive, if the hero dies so does the captive. Captives have the same stats as Monkeys (as per the Trap card) but with 1 Armour and 10

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

Health. If the hero manages to get a Captive to a Staircase they receive 1 Conquest token and may restore their Fatigue to its maximum value. If a Captive is slain, that Captive's hero has his Fatigue reduced to 0.
NB. If there is a closed door between a hero and a Captive they are not considered adjacent for the purposes of taking control of that Captive
Finally, Captives provide LOS for purposes of Spawning and so may be used tactically by the heroes. Obviously it's up to the Overlord if (s)he wishes to spend time and resources slaughtering these hapless captives.
Read aloud the following text when a hero is legally adjacent to a Captive:

"Aargh! Get me out of this hell-hole! Please, don't let those horrible orcs get me. Just guide me to a stairwell, I can make my own way home from there . . . "

Area 4: Long Hallway

This hallway wends its way even further into the musty caverns. From the shadows a couple of Orc guards emerge, their red eyes burning with hatred in the dimness. Behind them you can see shadows moving and urgent voices whispering. The Orcs snarl and bear down on you.

The Encounter markers are Captives as per the instructions of Area 3.

Area 5: Stairwell

The now familiar stink and grunting noises assail you as you enter this small room only to come face to face with two more of the grotesque, hunched Orcs. They don t look pleased to see you . . .

Important: The Staircase in this room, once found, may be used by the heroes in the same way as the Staircase in Area 1, e.g. if a hero is killed they may respawn here instead of at the beginning of the quest in Area 1.

Area 6: Chief's Lair

Unkakum is sitting on a gilded throne, glaring at you as you enter. Spitting something foul in the Black-Tongue, he barks an order at his henchman. The Orcs stalk toward you menacingly.

If available use a Throne for this encounter marker, such as the one from HeroQuest. If a hero stands on this marker/throne read the following:

Unkakum's throne has been assembled from the riches he has stolen from townsfolk such as yourselves. So you feel no remorse in tearing the two gleaming jewels from where they're embedded into the arms of the grand chair, take 200 Coins.

Once Unkakum is slain, read the following text to the players:

Unkakum howls and topples to the floor, breathing his last. From somewhere within these caves you can hear the snorting and barking of more Orcs heading in your direction. Having achieved your grim task and not wanting to push your luck on this raid, you quickly head up the stiars and out into the daylight. You are awarded 4 Conquest tokens.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.